

NAME: _____

TROOP _____

SEA SCOUT BASE

~ Sandvlei ~

Seamanship Manual



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Seamanship Manual

Introduction

Scoutcraft badge requirements

Interest badge requirements

Water Charge Certificate requirements

Sea Scout Base rules

WATERMANSHIP

SCOUTCRAFT BADGE



Page

1. Have passed the Swimming Scoutcraft Badge.
2. Demonstrate how to load a pulling boat with stores and personnel, and how to trim the boat correctly. 1
3. Explain the following:
 - (a) Safety rules applicable to boating in your area. 1
 - (b) Have an understanding of the need for rules of the road, and the basic rules applicable to pulling boats and canoes and sailing dinghies only. 2
 - (c) Rules applicable to personal buoyancy. 5
 - (d) How and why you would check the boat for buoyancy.
4. Know the signs of approaching bad weather as well as fine weather for your area. 7
5. Know and understand the resuscitation of the apparently drowned. 11
6. Demonstrate
 - (a) The following knots: 12
 Round turn and two half hitches; Anchor Bend (Fisherman Bend); Bowline; Water Bowline; Rolling Hitch; Sheetbend; Double Sheetbend; Carrick Bend.
 - (b) How to prevent a synthetic rope from fraying.
7. Name all the parts of a pulling boat. 14
8. Cast a heaving line at least 8 metres to fall within 2 markers spaced 2 metres apart. 13
9. Manage a dinghy or similar craft single-handed and perform the following: 16
 - (a) row at least 100 metres in a given direction, turn the craft as directed and row back.
 - (b) scull with one oar over the stern for a distance of at least 50 metres. 21
 - (c) Weigh and drop anchor correctly. 24
 - (d) Bring the dinghy alongside and make fast. 22
 - (e) Rescue a conscious man in the water. 26
10. Discuss and carry out capsize drill. 27
11. Log at least 3 hours of pulling. The log must be certified by your Troop Scouter. 28

SAILING

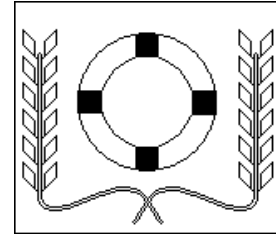
SCOUTCRAFT BADGE



Page

1. Pass or have passed the Swimming Scoutcraft Badge.
2. Recognise 8 different types of sailing craft. 29
3. Identify and name:
 - (a) Main parts of a sailing craft. 32
 - (b) The parts of a sail (Mainsail and Foresail). 33
 - (c) Parts of the rigging. 33
4. Know the signs of approaching bad weather as well as fine weather for your area. 7
5. Explain the following:
 - (a) Safety rules applicable to boating in your area. 1
 - (b) The International Rules of the Road and South African Yacht Racing Association Rules concerning right of way of powerboats, rowing boats, canoes and boats under sail. 2
 - (c) Rules applicable to personal buoyancy. 5
 - (d) Why and how you would check a boat for buoyancy.
6. Know and understand the resuscitation of the apparently drowned. 11
7. Demonstrate:
 - (a) The following knots: 12; 32
Figure of eight; Sheet Bend; Double Sheet Bend; Bowline; Reef Knot; Anchor Bend; Round turn and two half hitches; Rolling Hitch and Carrick Bend.
 - (b) How to prevent synthetic ropes from fraying.
8. Demonstrate the following:
 - (a) Rig a sailing boat and prepare for sailing.
 - (b) After sailing, de-rig the boat.
 - (c) The proper care and storage of sailing equipment. 36
 - (d) Rescue a conscious man from the water. 41
9. Show that you are an efficient member of a sailing crew. Take the helm and sail the boat on all points of sailing including getting under way, coming alongside and making fast. 38-40
10. Discuss and carry out capsizing drill. 41
- Log at least 3 hours of sailing.** 28
The log must be certified by your Troop Scouter

LIFESAVER

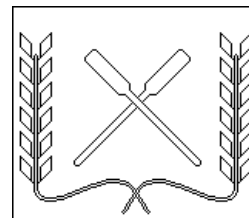


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Important note: Some of the requirements have been altered from the Scout Badge book to enable delegates to get a feel for some more up to date rescue methods.

- 1) Demonstrate:
 - a) "Mouth to mouth" resuscitation on a model both in water and on land. 44
 - b) Show how to promote warmth and circulation. 45
 - c) Recovery position 44
- 2) Explain:
 - a) The 7 Safety Swimming Steps (trained supervisor, safe swimming area, and lifeguard picket, lookout, ability groups, buddy system, good discipline.) 46
 - b) The order of methods to be followed in a water rescue (reach, throw, row, go and tow) 47
- 3) Demonstrate reaching rescues using such things as arms, legs, branches, sticks, and towels, shirts, paddles and poles.
- 4) Demonstrate:
 - a) Twice: that you can take off your clothes (shoes, socks, trousers, belt and shirt) in 20 seconds or less.
 - b) Explain the importance of taking off clothes before a swimming rescue.
- 5) Swim 50m on the back, dressed in shirt and shorts, with a lifeline.
- 6) Keeping a struggling person in sight, enter the water, swim 10m and perform a "shirt tail rescue".
- 7) Swim 50m dressed in shirt and shorts and undress in the water without touching the bottom.
- 8) Dive from the surface of the water to a depth of at least 1,5m and bring up a stone, brick or iron object of not less than 2kg in mass at least twice out of three times.
- 9) Standing waist deep in water, throw a lifeline to within one meter of a small object 18m .
- 10) Perform, in water, four methods of rescue (one to be the "Unigrip") and three methods of release from the clutch of a drowning person.
- 11) Perform a rescue using a craft (kneeboard)
- 12) Perform a rescue using rescue aids, such as a torpedo buoy or lifeline.

BOATMAN



Page

1. Pass or have passed the requirements for the Watermanship Scoutcraft Badge
2. Pass or have passed the requirements for the Swimmers Interest Badge or carry out all three of the following:
 - (a) be able to swim at least 150 metres in shorts, shirt and socks;
 - (b) be able to swim 250 metres in any style;
 - (c) be able to remain afloat for at least three minutes (using clothing inflation).
3. List the basic gear, including emergency equipment, which should be carried in a pulling boat. 1
4. Demonstrate how to load a pulling boat with stores and personnel, and how to trim the boat correctly. 1
5. Name all the parts of a pulling boat, oars and rudder. 14
6. Sketch three types of anchors, label the parts and discuss the advantages and disadvantages of each type. 49
7. Explain how to use the Beaufort Wind Scale for determining safe boating conditions. 51
8. Know the dangers of and the precautions to be taken against waterborne diseases (Bilharzia, Typhoid, Cholera, etc). 52
9. Demonstrate the correct procedure to follow for the resuscitation of the apparently drowned using a Rescue-Anne or similar model. 11
10. Demonstrate the following splices: 62
 - (a) Eye Splice
 - (b) Short Splice
 - (c) Back Splice
 - (d) Dockers' Splice
11. As a member of a boat's crew, demonstrate your ability to carry out the following:
 - (a) As Stroke:
 - (i) Keep an even stroke.
 - (ii) Change the pace in response to commands.
 - (b) As Crew:
 - (i) React promptly to commands.
 - (ii) Feather and trail oars correctly.
 - (iii) Pull an oar correctly and in time to stroke.
 - (iv) Have a working knowledge of all the commands.
 - (c) As Bowman:
 - (i) Weigh and drop anchor correctly on command.
 - (ii) Take depth readings.
 - (iii) Throw a heaving line from Bowman position to land between two markers 2 metres apart from a distance of approximately 10 metres.
 - (iv) Pick up a small object from the water.

d) As Coxswain:

- (i) Maintain boat discipline.
- (ii) Execute an emergency stop.
- (iii) Approach, make fast and cast off from a buoy.
- (iv) Pick up a small object from the water.
- (v) Bring the boat alongside a jetty or another boat, make fast and cast off correctly.
- (vi) Carry out a lost oar drill.
- (vii) Without a rudder, complete a 3 point course including a 180° turn, collect a small object from the water; approach and reverse onto a jetty, buoy or alongside another boat.
- (viii) Rescue a conscious man from the water.
- (ix) Rescue an unconscious man from the water.
- (x) Whilst afloat, rig a jury sea anchor from items in the boat and demonstrate its use.
- (xi) Check the boat for buoyancy.

12. Plot your position on a chart and follow a compass course of at least six bearings.

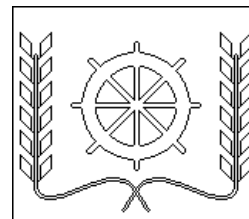
13. In addition to the requirements for the Watermanship Scoutcraft Badge, log at least 7 hours of pulling as crew and 3 hours as coxswain.

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OR

Plan, or assist in planning, and complete a journey of not less than 6 hours in a gig. Keep a log of the journey. In both cases the log must be certified by your Troop Scouter.

HELMSMAN



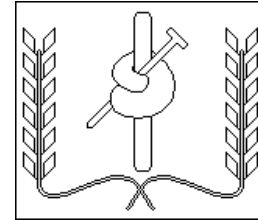
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1. Pass or have passed the requirements of the Sailing Scoutcraft Badge.
2. Pass or have passed the requirements for the Swimmers Interest Badge or carry out all three of the following:
 - (a) be able to swim at least 150 metres in shorts, shirt and socks
 - (b) be able to swim 250 metres in any style
 - (c) be able to remain afloat for at least three minutes (using clothing inflation)
3. Sketch three types of anchors, label the parts and discuss the advantages and disadvantages of each type. 49
4. Explain the International Rules of the Road and the South African Yacht Racing Association Rules:
 - (a) as applicable to right-of-way and steerage. 2
 - (b) as applicable to the basic organisation and execution of a yacht race.
5. Explain how to use the Beaufort Wind Scale for determining safe boating. 51
6. Identify and discuss the different types of sails as used on sailing craft e.g. mainsail, spinnaker, genoa and jib. 71
7. Name the parts of the standing and running rigging. 34
8. Explain how you would get underway after running aground.
9. Demonstrate the correct procedure to follow for the resuscitation of the apparently drowned on a Resusci-Anne or similar model. 11
10. Demonstrate the following splices:
 - (a) Eye Splice (b) Back Splice (c) Short Splice (d) Dockers' Splice 62
11. Demonstrate the following:
 - (a) Rescue a conscious person from the water. 41
 - (b) Rescue an unconscious person from the water. 63
12. Take the helm and carry out the following:
 - (a) Come alongside, moor and get underway from a buoy and from a jetty. 66
 - (b) Make and shorten sail. 67
 - (c) Steer a compass course of at least 6 bearings and pick up an object from the water.
 - (d) Whilst afloat, rig a jury sea anchor from items in the boat and demonstrate its use.
 - (e) Sail a figure of eight course between two markers without the use of a rudder.
 - (f) Sail without Centreboard/Dagger board.
 - (g) Sail on Jib alone.
13. In addition to the requirements of the Scoutcraft Badge, log at least 10 hours of sailing in various conditions over a period of 3 months as helmsman. This log is to be certified by your Troop Scouter. 28

OR

Compete as helmsman in three series of races under SAYRA rules. The log for these races to be signed by the Bridge Crew.

BOATSWAIN



Page

1. Repair a small hole in a pulling boat OR patch a canvas or rubber hull OR repair a small hole in a fibre-glass hull.
2. Make the following bends, hitches or splices:

| | |
|--|----|
| (a) Back Splice, Eye Splice, Short Splice, Dockers' Splice | 62 |
| (b) Marline spike hitch | 72 |
| (c) Double Carrick Bend | 12 |
| (d) Catspaw | 73 |
| (e) Mouse a hook | 73 |
| (f) Turk's head | 73 |
| (g) Hunter's bend in synthetic rope | |
| (h) Jury masthead knot | 73 |
| (i) Running Bowline | 72 |
| (j) Boatswain's lanyard incorporating at least six sennits (ie boatswain's weave, rolling boatswain, half hitches, diamond knot, grapevine, three corner crownings, flat sennit, turk's head) | 75 |
3. Make a Sailmaker's Whipping and make off correctly the ends of a nylon or plastic rope using heat. 75
4. Make a fender suitable for a pulling boat. 74
5. Demonstrate how to take care of, clean and remove stains from sails. 80
6. Identify 3 different synthetic fibres both in cloth and ropes.
7. Take part in painting and varnishing a boat.
8. Make the following pipes on a Bosun's Call: 83
 - (a) The Still
 - (b) Carry on
 - (c) Pipe the Side
9. Make and use a Bosun's chair. Explain the Aerial Runway Code. 79
10. Overhaul and repair a set of standing rigging, in both wire and cordage, for an open sailing craft.
11. Demonstrate the uses of purchase tackles, and rig a purchase tackle. 80
12. Make a boat bag, using canvas, PVC or synthetic cloth. List the contents of the boat bag. 85

WATER CHARGE CERTIFICATE

(FOR INLAND WATERS FOR PULLING/SAILING)



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| 1. Safety Rules as per P.O.R. 514, 902, 903, 904, 905 & 906 | 86 |
| 2. Parts of the Boat, Parts of the Oar | 14 |
| 3. Pulling commands and practical pulling, coming alongside, going to a buoy, man overboard | 19 |
| 4. Loading a boat | 1 |
| 5. Heaving line | 13 |
| 6. Theory of sailing | 89 |
| 7. Parts of the sails, running rigging, standing rigging | 32;34 |
| 8. How to rig a Saldanha dinghy | |
| 9. Sailing commands, practical sailing, coming alongside, going to a buoy, man overboard | 40 |
| 10. Rules of the road at sea | 2 |
| 11. Navigation | 92 |
| 12. 20 logged hours – Sailing (sailing logged on course not included) | 28 |
| 13. Attend 2 courses as instructors. | |

BASE RULES:

BOATING:

1. When a black cone is hoisted from the mast on the Superstructure, no boating is to take place. The black cone will be hoisted when the wind speed is 25 knots. As a warning, the red flag will be hoisted from the mast on the Superstructure when the wind speed reaches 20 knots.
2. Lifejackets will be worn by all members in the boat while sailing.
3. When boating takes place, the International Rules of the Road will be strictly adhered to.
4. Except when under training, coxswains of boats must have the necessary qualifications for their class of boat :
Pulling – the coxswain must be competent – this is the responsibility of the Scouters of Groups
Sailing – seniors must have the **helmsman** badge
 Juniors must be competent – this is the responsibility of the Scouters of Groups.
5. All Saldanha Dinghies are to have their boat sail number painted approximately 30cm in height on both sides of the hull.
6. No boat shall be allowed on the water without a Seaworthy Certificate, which is renewed annually on the 31st March.
7. If a boat has been in a collision or damaged in any way or structurally altered, the Seaworthy Certificate will lapse until the boat has been retested.
8. Horseplay between boats underway is strictly forbidden, this includes towing boys behind boats.
9. Except for competitions & training, coxswains of boats are to report to their Scouter or the Port Captain before getting under way and on their return. The Port Captain has the authority to forbid sailing in adverse conditions.
10. Except in emergencies, no boats are to enter any of the man made bays at Marina da Gama, and may not proceed further south than the foot bridge. Boats may only go as far as the bridge while on course and / or with a Scouter or Adult Leader aboard.
12. For safety reasons, all boats should stay in an area visible from the Port Captains flat.
13. Boats are not allowed under the railway bridge.
14. Except when authorised, the Bird Sanctuary, small island and large island are out of bounds.
15. It is the sole responsibility of the Scouters of each Group to ensure that every boy is a competent swimmer before allowing him to sail.
16. It is the Scouters responsibility to ensure that these orders are explained to new entries and are displayed in boatsheds at all times.

REGATTAS & WATERBORNE COMPETITIONS:

1. All races shall be sailed under South African Yacht Racing Association (SAYRA) rules where possible, or as directed by the Competitions Committee.
2. Juniors are defined as invested Scouts who have not yet reached 14 ½ years of age.
3. Seniors are defined as invested Scouts who have not yet attained their 18th birthday. Junior Assistant Troop Scouters are classified as senior Scouts.
4. Scouts are not allowed to act as Team Managers, only Scouters or Adult Lay Members.
5. Team Managers are to have proof of registration and record cards available for all Scouts taking part in the regatta or competition. Failure to produce these, could result in the boy concerned not being allowed to take part in the event.
6. Teams / Groups may not change dinghies during a Regatta.

PULLING:

7. Normally, races will be decided over a straight course.
8. If there is a race where boats are required to reverse course, all boats shall turn to starboard on reaching the turning point. A boat shall not turn before her **STERN** has crossed the turning line.
9. Any boat converging on and / or fouling another boat shall be disqualified.
10. It is the duty of the overtaking boat to keep clear.
11. Protests during a race shall be indicated by the coxswain holding up Flag Bravo attached to a stick. The flag to be not less than 24cm x 26cm. Flag Bravo is a red burgee (i.e. swallow tailed).
12. Protests are to be lodged by the Team Manager within 30 minutes of the completion of the race, giving all the facts.
13. Protests must be lodged on protest forms and must contain the following information : race, date, team protesting, against whom, reasons. A deposit of R10-00 is required to obviate frivolous protests.
14. Races shall normally be started by the sounding of one long blast on the hooter and the raising of the red shape. The blue shape is raised to indicate the race is about to start. (Not more than 60 seconds will lapse).
15. A short blast will indicate when a boat has crossed the finish line.
16. A boat shall have completed the race the moment her bows cross the finish line.

SAILING:

17. Rules 10, 11 and 12 apply except that in the case of rule 10, flag Bravo is to be hoisted and kept flying.
18. Sail numbers are to be clearly visible on both sides of the sail.
19. Starting signals shall normally be displayed from the Superstructure and shall be as follows:
 - (a) 10 minute warning whistle - white shape up - 1 short blast
 - (b) 4 minutes later - white shape down
 - (c) 1 minute later (preparatory signal) - blue shape up - 1 short blast
 - (d) 4 minutes later - blue shape down
 - (e) 1 minute later - red shape up - 1 long blast
 - (f) **Recalls:** should there be a premature starter or starters, a further sound signal will be made and the blue shape will be rehoisted until all the offending boats have restarted correctly. Verbal instructions may be given, but it is the offending boats responsibility to ensure a correct starting procedure by recrossing the starting line.
20. The start and finish line shall normally be between two buoys in line with the Superstructure.
21. Boats crossing the finish line shall be signalled by a short blast.
22. The hull & equipment of a boat shall not display any form of advertising, except as laid down in the SAYRA rule 26.
23. The coxswain shall not be changed during a race.
24. A boat shall be considered finishing the course when any part of her hull or equipment in normal position crosses the finish line in the direction of the course from the last mark.
25. All boats finishing more than 30 minutes after the first boat across the line will be deemed to have retired.
26. When sailing, all members of the boats crew shall wear lifejackets at all times.
27. All yachts taking part in a race shall be on the water and not secured to the shore, prior to the 5 minute preparatory signal, or they shall be **disqualified**.
28. For recall, shorten course, race postponed and race abandoned, the following pennants shall be used:

| | |
|-------------------|-------------------|
| All yachts recall | Pennant Seven |
| Shorten course | Pennant Five |
| Race postponed | Answering Pennant |
| Race Abandoned | Pennant Two |
29. All open class races shall be sailed under rules as decided by the Competitions Committee and approved by the Advisory Committee.
30. **Crews:** For all inter-troop regattas, each dinghy shall have a helmsman and a crew of 4 members. Only the bridge Officer can alter this rule as he sees fit, according to the weather conditions on the day of the regatta.

Any boat committing an offence in terms of the sailing rules and hence liable to **disqualification** or protest, may exonerate herself by completing a **720°** penalty turn at the time of the incident.